

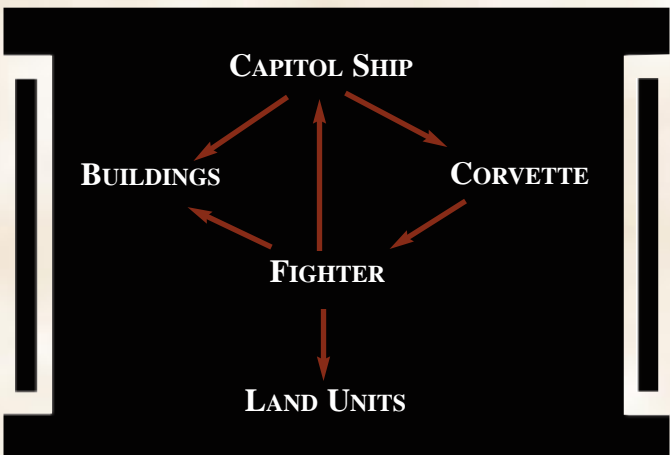
AGRICULTURE
HEALTH
EDUCATION
RELIGION
ECONOMICS AND GOVERNMENT
INFANTRY
TANKS
AIR
SPACE

Robotic Farm Requires No Citizens		
Damage Control Space Units Heal Selves		
Zero G Engineers +15% Space Dock Repair Rate		
Faith Healing Increases Priest Hit Points		
Quantum Theology Increases Prophet Recharge Rate		
 Space Capitol ↑ Upgrade Capitol	Hu Kwan Do	
	Khan Sun Do	
	Spy Satellite*	
	Space Turret	
	Palisades**	
	Upgrade Space Wall/Towers	
Guardian	→	Watchman
		Anti-Missile Battery*
Phoenix	→	Planetary Fighter
 Space Dock		Space Carrier
		Space Fighter
		Space Capital Ship
		Space Transport
		Space Corvette

\*May be researched during Digital Age  
\*\*May be built beginning in the Copper Age

UNIT RELATIONSHIP DIAGRAM

SPACE



## UNITS

Unit Name	Epoch	Unit Type	Weapon	Cost	Attack*	Hit Points*	Special
Hu Kwan Do	XV	TC		iron, food			Warrior - strong fighter; boosts troop morale
Khan Sun Do	XV	TC		gold, food			Strategist - Restores troop health; Battle Cry
Spy Satellite	XIII	TC		iron, gold			Travels through space
Watchman	XV	I		iron, food			
Anti-Missile Battery	XIII-	D	F/B	iron, gold			Effective against nuclear missiles
Space Carrier	XV	SP		iron, gold			Can launch fighters
Space Fighter	XV	SP	Space, F/B	iron, gold			Most effective against battleships
Space Capitol Ship	XV	SP	Space	iron, gold			Effective against corvettes, transports and carriers
Space Corvette	XV	SP	Space	iron, gold			Most effective against fighters
Space Transport	XV	SP		iron, gold			
House - Space	XV	TC		wood			
Palisades	III-	D		wood			
Priest Tower	III-	D		wood			Babylon's power
Market	X-	CS		wood, stone			United States' power
SAS Commando	XI-	CS		iron, gold			Great Britain's power
Cyber Ninja	XV	CS		iron, gold, food			Japan's power
Paratrooper Plane	XI-	CS		iron, gold, food			Italy's power
Planetary Fighter	XV	A	Space, F/B	iron, gold			

\*Please consult the Readme for hit point and attack values.

Key: TC=Town Center; I=Infantry; A=Aircraft; SP=Space; CS=Civilization Specific; D=Defensive; F/B=Fighter/Bomber

## BUILDINGS

Building Name	Epoch	Cost	Special
Space Turret	XV	iron, gold	Built on border between land and space
Space Wall	XV	stone	
Space Tower	XV	stone	
Teleporter	XV	wood, gold	Transports a group of units instantly
Space Dock	XV	wood	Produces space ships

Wonder Name	Power Name	Effect
Orbital Space Station	Inspiration	Increases morale of all space-going units

## CALAMITY

Calamity Name	Power	Effect
Meteor Storm	75%	Damages space ships

## CIVILIZATION-SPECIFIC POWERS

Civilization	Epoch	Power Name	Capabilities
Ancient Greece	III-VI	Flaming Arrows	Bowmen fire flaming arrows
Babylon	all	Priest Tower	Converts enemy units within range
Assyrian Empire	all	Slavery	Free citizen created at Home Capitol for every few enemy citizens killed
Byzantine Rome	all	Insurance	Some resources returned when unit dies
Carthage	all	Pathfinding	Units walk on cliffs and through trees
Kingdom of Israel	all	Emissaries	All priests are cloaked
Austria	VIII-XV	Adaption	Another civilizations advances can be stolen
England	all	Exploration	Larger line of sight from town center/capitol
Franks	IV-VI	Crusaders	Knights and swordsmen trained to convert units
Kingdom of Italy	all	Metallurgy	Units can be paid for with gold or iron
Ottoman Empire	all	Expansionism	Citizens immediately can build Town Centers
Spain	VI-IX	Conquistadors	Mounted units have extended line of sight
France	all	Camouflage	After a short time, idle units are cloaked
Germany	IX-XII	Bundeswehr	Citizens instantly converted to military units
Great Britain	XI-XV	SAS Commando	Travels through water and sets explosives
Italy	XI-XV	Paratroopers	Infantry units dropped from planes
Russia	all	Advanced Mining	More citizens can mine stone, gold and iron
United States	X-XV	Market	Allows one resource to be exchanged for another
China	all	Just In Time Manufacturing	For additional cost, a unit can be built instantly
Novaya Russia	XIII-XV	Missile Base	Produces nuclear missiles
Rebel Forces	XIII-XV	Cloaking	Parts of town can be cloaked
Korea	all	Fanaticism	Units produced at barracks and citizens can become fanatics
Japan	XV	Cyber Ninja	Cloaked unit that can disable buildings